

## **THE LOST VALLEY**

**Somewhere between the purple mountains, and the seas of the Seven Islands lies a hidden valley, a land that time has not touched.**

**All remained peaceful and tranquil, until darkness descended upon the land, light and freedom were banished from its homely hills, and the evil set seed.**

**Death and hunger spread, and all who remained within the walls of the village became stricken or hag ridden with haunted evil. All who had deserted the village sought refuge elsewhere. The village was now in complete control by darkness.**

## **THE PLAGUES**

**The remaining people, weak and afflicted were unable to leave and soon became enveloped by the victorious evil force, transmuted by some terrible disease into the most hideously foul creatures. They wander their once peaceful village, producing deadly plagues, and fall fouls, to enslave anyone who dares trespass into the village, to try to defeat the evil overlord.**

## **THE STORY TELLER**

**Many years had passed since the village became over-run, and soon the knowledge of the village slipped into legend.**

**Songs were sung and tales were told of brave adventurers who ventured into the valley to find and destroy the evil force and never to return, of the riches that could be gained from the successful adventure, and the evil which lay in wait for anyone who dared to set foot in the evil enchanted NIGHTSHADE village.**

**The old story teller's eyes widen into fiery gems as he recalls and re-lives the tale of battle with the force of evil at work in the NIGHTSHADE village.**

**"Tales of ghosts and mad monks enslaved by evil forces to do their bidding and of the plagues and foul demons let loose on the village. Even death itself was imprisoned within the village of NIGHTSHADE as an un-invited guest of the evil one."**

**The old man continues:**

**"Skeletons with rotting flesh dripping with the blood of the long dead, waiting, prowling the now empty village for live prey."**

**"Hideous demons"** he croaks, **"and terrible ailments and spells waiting to absorb any who dares anger the evil force."**

**"Lift the darkness and the Kingdom of NIGHTSHADE shall be yours forever."**

**The old man slumps back exhausted into the tall carved wooden chair. You extract as much information as you possibly can from him, but he can tell you little more than where to find the village.**

**You set off down the valley and enter the forbidden NIGHTSHADE village.**

**This story is continued by playing this most Advanced Home Computer Action Adventure Simulation.**

**FARE THEE WELL**

## **CONTROLLING YOUR ADVENTURER**

**LEFT** Your Adventurer will turn Left using the Z, C, B, M, . and \ keys.

**RIGHT** Your Adventurer will turn Right using the X, V, N, , and / keys.

**MOVE FORWARD** Your Adventurer will Move Forward using any key on the second row A, S, D, F, G etc.

**PAUSE** The whole game can be continuously paused using the SHIFT Keys.

**FIRE** Your Adventurer will Fire his antibodies using any key on the third row Q, W, E, R, T etc.

**VIEW** You can alter your view of the game by using the SPACE key.

### **JOYSTICK CONTROLS**

Your Adventurer can be fully controlled by using a JOYSTICK, by replacing the LEFT, RIGHT, FORWARD and FIRE commands.

### **DIRECTIONAL CONTROLS**

**PICK UP** operates automatically when passing over the object.

## **GUARANTEE**

If this ULTIMATE PLAY THE GAME software fails to load it will be replaced totally free of charge, if returned "cassette only", with details and proof of purchase, within one year of original purchase, directly to ULTIMATE PLAY THE GAME, at the address shown. If the tape shows any form of damage, physical or due to the use of dirty or faulty equipment, please include £3.00 to cover replacement costs. This guarantee does not affect your statutory consumer rights.

Proper and correct maintenance of your cassette player equipment, including periodic cleaning of player head and pinch roller units, will ensure the prolonged and trouble free operation of both recorder and software.

## **NIGHTSHADE LOADING INSTRUCTIONS**

1. Place the cassette tape in the recorder and rewind to the beginning.
2. Type RUN".
3. Press PLAY on the cassette recorder.
4. Press any key.
5. NIGHTSHADE will now load automatically and a message will appear on the screen after several seconds. If loading is unsuccessful, rewind the cassette, adjust the VOLUME control on the recorder and try again.
6. PLAY THE GAME.

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Due to the enormous complexity and nature of the interactive NIGHTSHADE G.A.S. adventure software, it is almost impossible to guarantee continuous and error free operation. Although, should any fault prevail, please contact ourselves, enabling the correction of any future versions.

All Software, Graphics and Audio Visual by ULTIMATE PLAY THE GAME  
Trade Name of Ashby Computers & Graphics Ltd. Made in England 485014

# NIGHTSHADE FEATURES

NIGHTSHADE features the latest development of the 'Filmation' process called 'Filmation II', this is a unique software development which generates and maintains a realistic moving 3 Dimensional Scenario Background, giving NIGHTSHADE the unequalled realistic feel of a true player participant 'Film Adventure'.

Run/Walk	Mad Monks	Spinners	Log Cabins	Egg Timer	Extra Lives	Monsters	Rooms
Filmation II	Weapon Stack	Mr Grimreaper	Globes	Churches	Plagues	Bacteria	Houses
3D Movement	Spikers	Acid Pools	Gooks	Walls	Antibodies	Gargoyles	Look Out
Continuous Pause	Gremlin	Bubbles	Roads	Bible	Amazing Animation	Goblins	Towers
Demons	Blobs	Germs	Doors	Hammer	Tunes	Streets	Barns
Ghosts	Skeletons	Spirals	Cottages	Cross	3 Dimensional View	Look Out Towers	Windows
					Superb Sound Effects		